General Rules

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1. Mini Modding.
   - This is <u>not</u> allowed. Please leave it to the staff and refrain from answering questions in the help channels, enforcing rules, and anything of that nature. You can help other members if they request help from you or ask questions to you specifically, but please don’t do anything past that as it can create a hostile, tense environment as well as be embarrassing for the member.
   - On that note, if you’re having an issue with another person during roleplay, please do not access the situation yourself. Alert a staff member after the session to resolve it.

2. 16+ Age Restriction.
   - This is to ensure everyone is at a certain level of maturity and writing ability. The <u>only</u> exception to this rule is if you joined WC:DW before it was

put in place. Lying about your age will result in a permanent ban.You may be subject to a kick/ban if we have reason to believe you are under the age of 16.

3. Drama.
   - We strive for a healthy, thriving community. Don't speak of drama or gossip about other members. If you have an issue with someone, do not confront them about said issue, please speak with a staff member to have it resolved. Never dog-pile, shun, exclude, or be disrespectful and rude to anyone. Treat people the way you would like to be treated, and be kind to everyone. Take note that making server members uncomfortable or creating a tense environment as a new member or behavior perpetuated by old members may subject you to a ban - warnings or not - if staff deem it necessary.

4. Profanity.
   - Cursing is allowed. However, slurs and derogatory words are not, even if you can reclaim them. No racism, homophobia, sexism, etc
   - NO NSFW is allowed at all. Spoiling is not an exception. Sending or talking about NSFW topics will result in a warning or ban depending on how severe.

5. DMing Staff Members.
   - Please refrain from DMing us about issues or complaints. We have a ticket system for any WC:DW-related issues that need to be addressed.
   - Do not spam us in DMs as well. It will result in a warning if you continue to do so after being asked to stop. Being friendly is fine, but we have had some harassers in the past.

6. Advertising.
   - Do not advertise *(E.g: links and coercing)* another server without permission.

7. Listen to the staff.
    - Straight forward; don’t argue with staff members. If you have a problem with one of them, bring it to a higher rank and we’ll try to work it out.

8. Warrior Cats Knowledge.
    - To join this roleplay it is required that you have read the first series. We do make a few exceptions if you have at least read the first book.
9. Art Integrity
    - Art theft is not allowed in WCDW and will result in a strike if caught. Tracing from other artists (not including photos) or using a base without credit is art theft. Using another person’s art without credit is art theft.
10. No Use of AI is allowed in this server

Literature Rules

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- Ask for permission to join in when you see a small gathering of people roleplaying alone instead of intruding. Once they ask, please make use of Literature Rule #7.

2. Grammar.
    - You are expected to use correct grammar when in roleplay. “Dialogue.” *'Thoughts.'* Action.
    - Ex: Littlefever looked into the medicine den, thinking, *'I wonder if we have enough catmint for leafbare.'* She flicked her tail nervously, looking toward a nearby warrior. “Up for a patrol?”

3. Leafbare.
    - The harshest season, Leafbare is a struggle for all clan cats. Prey and herbs are always scarce. Sickness and death are common. Clans struggle to keep warm. Litters are rare, and if produced, are more prone to sickness or death. They're more on edge- and will do what they have to, to stay alive. Stealing prey should be common in this season, as well as battles.

4. Breaking The Code.
    - Breaking the code should not be common. Going against the code should usually always result in harsh punishment. Sneaking out, rejecting StarClan, and speaking against your Leader are all serious violations. Punishment for breaking the code can be:
        - Tick/flea hunting
        - Giving a Warrior Apprentice duties
        - Gathering rights revoked
        - Camp confinement
        - Isolation
        - Name change

    - Exile
    - Death (rare)

5. God-modding.
    - You are allowed to view other Clans in the chat and spectate their daily activities and read their roleplays. However, do NOT take this to your own clan. If you've read in one channel that a ShadowClan member has died, you cannot claim to know that information if your character was never present in the before and aftermath of the whole situation. Keep in mind that you cannot magically whisk your cat into the scenario if you have never roleplayed in it prior.
    - (Ex: you cannot claim that xpaw witnessed ypaw getting murdered by zpaw if xpaw was sleeping in their den.)

6. Initiating Clan Wars.
    - Want to spice up the roleplay and have a battle with a clan? You, as the clan leader, MUST ensure that the other Clan(s) agree outside of RP to have a battle. To do so, you must ping the other clan's leader and discuss it with them. This applies to all kinds of attacks such as ambushes, skirmishes, and much more. This ensures that the process is extremely neat and goes smoothly for the sake of the roleplay. If you do not ask beforehand and the other clan has a problem with it, you will be held accountable.

7. Counterplay.
    - It's a concept that every piece of conflict, unless it is ending the conflict, allows for a continuation of the conflict. Simplifying the concept is the rule of "yes, and" and "no, but" *(Please remember Literature*

Rule #1 when counterplaying.) Sometimes a hard flat no is necessary, but in an ideal RP environment, you see more "no, buts" than just no's.)

- "no, but" - This allows someone to set up boundaries of what they want in RP without shutting someone's RP down. For example, if someone wants to catch your character trespassing but for whatever reason you don't, instead of completely shutting down the idea you compromise. This could be finding fur and scent of your character left behind and alerting their leader of it. Using "no, but" gives people more options than just having to stop when a request isn't unreasonable.
- "yes, and" - Taking someone's RP offer and adding something to it.

8. Battle Etiquette.
   - Unless you planned with your battle partner before it began, please use our rules and regulations for fighting. You can locate them in the Clan Info category.

9. Pregnancy and mates
   - Having mates and producing kits is a big part of the Warrior World! This is vital to keep the clans strong, but we do have regulations on how this works on the server.
   - In no way is "mating" or anything suggesting it allowed in roleplay.
   - You aren't obligated to have a mate to produce kits! You're free to have kits with whoever, and mothers aren't obligated to disclose the father.
     - If you do not have a father, you can ask the staff for an npc tom father (Apple) who will be completely inactive in the kits lives.
     - If you do not have a mother, you can ask the staff for an npc molly mother (Pear) who will be completely inactive in the kits lives. You have two options when using an npc mother.

    - Option 1: The kits come in at 3 Moons, the mother giving them up to the father (A-la Princess with Cloudkit) for a clan life.
    - Option 2: The kits come in at 0 Moons, the mother either abandoning them/dying, but this requires a willing Queen with Milk already in the clan.
- If you plan on having kits, make a ticket or contact the host and she will calculate your litter amount. If your character ended up receiving 0, fertilization failed. You can try once per moon.
- Senior warriors will have lower chances of producing kits. Elders cannot get pregnant at all. Max 2 kits at 70+ moons. Max 1 kit at 90+ moons. Max 0 kits at 120+ moons. Senior warriors have a debuff to surviving kitting.
- If your character got pregnant; congratulations! They'll give birth in about 2 moons. In a ticket, staff will roll for your litter amount and survivability. Please let us know if you're a kit during stat rolls so we can adjust stats. There is a chance your queen may die during labor. For more details feel free to ask in a ticket or in questions.
- If requested, a roll for the background stat adjustments of litters will be made. The percentages will be based on parents genetics. For example, a mother that is 1/2 thunderclan and 1/2 loner and a father who is full thunderclan would have 25% chance of having loner stat adjustments and 75% chance of thunder stat adjustments. The default is the mother's stat adjustments. THIS IS ONLY ON REQUEST.
- Characters are not permitted to begin rolling stats for <u>a litter</u> until they are <u>at least</u> 20 moons of age. Queens must wait 6 moons since kitting (aka 6 Gatherings) before they may roll again. If you fail your litter roll, you may roll again after the next Gathering.
- Physically harming or threatening to physically harm a pregnant cat is against the rules and will result in a strike. You can take other normal

actions against a pregnant cat, but do not cause them injury including blinding and death.

- The person who rolled for/claimed the kit will get a strike for every weekend sheet submission late, starting with the birth date.
  - If they hit 3 strikes they will have the right to the kit revoked as part of the ban. The kit will then be open to be claimed and submitted until the kit hits 6 moons, at which point if it doesn't have a submitted sheet the kit will die of kittencough.
- We reserve the right to restrict the amount of incoming kits in a clan. If asked we can provide the logic but it is typically for lack of mentors for apprentices.

10. Ensure proper Etiquette.
    - What we mean by this is for example; “Ugh! I hate every cat in my Clan! The other Clans are like, so much better and you guys are all mouse-dung!”
    - This goes without saying; do not join a clan and be edgily hating every single cat you meet and roleplay like you hate your Clan without having a single proper reason to explain it. When you are a Clan cat, you cherish your Clan and your Clanmates, placing them above everything else. Cats can experience dramatic situations that traumatize and affect their behavior. However, always remember that the heart of a Warrior Cat remains the same just like every noble character in the actual series.

11. Canon Characters.
    - You are not allowed to have your cats be related to the cannon characters in any way. Do not use the names in the Warrior Cats series.

12. Do Not Sensenselessly Injure your Character.

- Your cat may get injured, yes, but do not make your cat suddenly wake up blind or any other foolish injuries that cannot happen without proper and logical reasoning. You can have someone having witnessed it happen or at the very least have someone find you after the whole ordeal. If you want your cat to have a serious injury, please make the situation believable, logical, and reasonable with realistic outcomes. You can refer to the series or search Google for plausible happenings for your cat.

  As well as it goes without saying, please don't injure other cats senselessly as well; there is more to roleplay than battle / violence.

Character Rules

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- Kits are allowed to crush on each other as young children innocently would, but please ensure you are keeping their romantic feelings for each other as naive and faultless as it is. Kits and apprentices are allowed to have puppy crushes on one another, but nothing with serious romantic intentions.
- A puppy crush is defined as an informal term for feelings of romantic or platonic love. It is named for its resemblance to the adoring, worshipful affection that may be felt by a puppy. We do not encourage or support young children having sexual relations or serious romantics with one another.
- To avoid large *age gaps* in romantic relationships between the characters, cats under the age of 25 moons are not permitted to have romantic relations with another character older by 10 moons or more. Once a cat reaches 25 moons, they are free to have romance with a cat of any higher age. *(ex. an 18 moon cat can date a 26 moon cat, but not a 29 moon old.)*
- In the event Apprentices have a puppy love relationship, though one is slightly older and receives their warrior name first - keep their relationship to that of puppy love until both are full warriors. This applies only to apprentices and newly made warriors within 3 moons of each other. Any further age gap is not permitted. *(ex. A 12 moon old young warrior and a 10 moon old apprentice.)*
- Characters are not permitted to begin rolling stats for a litter until they are at least 20 moons of age. Queens must wait 6 moons since kitting (aka 6 Gatherings) before they may roll again. If you fail your litter roll, you may roll again after the next Gathering.

3. Appropriation.
    - No feathers are allowed as accessories!
    - Mental and physical conditions like mania, psychopathy, and sociopathy are strictly not allowed. These are sensitive topics, and to prevent misrepresentation and negative, harmful stereotypes from being reinforced it will stay this way.

- However, suppose you desired to create a character with a less severe mental or physical condition. In that case, you must do your research and open a ticket for approval, sharing what you found and how you would accurately portray their character. This is required to prevent any aspects of offensive or stereotypical nature from the character before they are created.
- If you are creating a character from a real life minority group with which you do not identify, please understand that this is a serious choice that can affect others who do identify with these groups. It is highly advised to do careful research before making a character from a minority group so as to ensure the comfort of fellow players and avoid appropriation or offensive stereotypes. In certain cases, we may ask you to explain your research to encourage thoughtful portrayal of minorities in roleplay. If your minority character proves offensive or hurtful to other players belonging to the same minority, we may ask you to implement more careful research for their consideration.

4. Character Age and Progression.
    - All characters are required to start as kits *(NOT IN EFFECT ATM)* unless you are an outsider. This is in place due to the complex nature of this world, and because it is more engaging to allow players to grow and interact with the world as their own characters do. There may be openings for older characters occasionally due to a lack of warriors.
    - If there are no available spots for a kit you must wait for an opening. It is not recommended to create an outsider character while you wait due to Character Rule #7.
    - Every Full Moon your character will age whether you want them to or not, even if you don’t attend a session. We will keep track of it but please make sure to update their document as well!

- Once your character is ready you can ask for the elder stat adjustments in cat submission. If you have not asked for these by 120 moons, we will do them for you and give you the stats (and expect them applied by next gathering). After you reach elder rank, your Strength, Dexterity, and Toughness will change to 1-3 based on your original stats. Your tactics will also lower depending on what you have beforehand.
- A warrior can go to senior warriors when they feel ready or when they hit 90 moons, whichever is earlier.

5. Character Creation.
    - We use a system similar to DnD. A staff member will roll your stats with a dice up to 3 times. You will be able to choose from your 3 results.*(If you do not come to a choice after an hour, your last roll will be selected as the final stats.)* After choosing your preferred stats, we will alter them according to your occupation. *(If you want to be an elder please inform us beforehand.)* It is <u>highly</u> recommended that you know what it will be like before choosing by checking out the #stat-alteration channel.
    - Once you're ready to create your character, you will have a template available to you, but you can make your own as long as you have the information required. Please take no longer than a week to create them. If your character is not accepted after submitting it, we will try our best to help you fix the issues.
    - Apprentices only come in at 6 moons (unless there is a really good reason or backstory).

6. Bad Stats/Becoming Warriors.
    - After completing your warrior apprenticeship, you will have 3 extra points to add to any of the following:
        - *Strength*
        - *Toughness*

    - *Perception*
    - *Dexterity*
  - **Medicine cats may choose from the options below once completing their apprenticeship.**
    - *Toughness*
    - *Perception*
    - *Dexterity*
  - **Mediators may choose from the options below once completing their apprenticeship.**
    - *Strength*
    - *Perception*
    - *Dexterity*
  - **Dark Forest Trainee's may choose from the options below once completing their training.**
    - *Strength*
    - *Toughness*
    - *Perception*
    - *Dexterity*

  - **Keep in mind that the stats will not go above their maximum and depending on the stats you already have, you may not be allowed to put any more in that area to keep down the number of overpowered characters. If 3 stats that are at 10 or more then we will not allow stat increases from becoming a warrior/medicine cat/mediator.**

7. **Death.**
  - **Killing your character off is not allowed unless you have permission from the staff and have roleplayed in 15 sessions. In the case that you have, you will be permitted to make a new character for a good reason. If you want to kill**

your character and have attended 4 sessions, we will permit it on a case by case basis but you will be banned from high roles for 6 months.

8. High-Rank Roles.
    - You must take a small test by one of the staff members if you want to be a high rank. If you're not sure about being one, please do not ask for it. It's a very important role. And if you can't come to the roleplay sessions almost every time, do not ask for it either. *(Sessions are usually around 6 or 4 pm EST on Saturdays and 1-3 pm EST Sundays.)* You will be replaced if you don't come frequently. We know sometimes things happen, so you are allowed to be absent occasionally. Please just let us know before you disappear in the hiatus or absences notice channel.

9. Joining StarClan, the Dark Forest, or in Limbo.
    - You can have multiple cats per player in the Dark Forest, Star Clan, or in limbo. However these dead cats cannot interact with each other if played by the same player.
    - Anything these cats do to affect living cats or or say to living cats must be approved by staff.
    - These cats do not count towards you attending Roblox sessions. You must still RP on your alive character for 30 min and send at least 5 messages in roleplay to be counted as attending.

    - The only cats that qualify to be in Star Clan, limbo, or Dark Forest must be :

    - Clan cats aka born, raised, or lived in one of the four clans and adopted their ways. Your dead kittypet or loner probably doesn't qualify. For example, Silksprout of WindClan, Foxeater of ThunderClan, or Guppysnap of RiverClan would all qualify but Vending Machine would not qualify.

- They must have been a played character in the server.
- The character must be dead and never coming back to life. Coming back to life is not an option for a dead cat. Running away from the clans is not dead.If your cat has run away, in order to qualify for limbo, Dark Forest, or Star Clan, you must confirm them dead.
- You must submit an updated character sheet for us in cat submission specifically for your dead cat. Their stats should be submitted for adjustments in stat roll or cat submission channels per the stat handbook.
- You may fade away any dead cat character at any time for any reason. But once an OC is faded, they cannot return.
- We will require a clear explanation of why your cat is in Star Clan, Dark Forest, or in Limbo.
- If you do not follow these rules the staff reserved the right to force fade your character. Additionally, we reserve the right to refuse to allow any dead cat into Star Clan, Dark Forest, or in Limbo. We will not tolerate shenanigans with matters of such potential plot importance.

- Dark forest cats can:
- Give out false prophecies
- Give out false omens
- Appear in dreams/nightmares
- In The Future they may be able to train cats, but at this time that is not available.

- Star Clan cats can:
- Give out prophecies
- Give out omens (including weather but weather requires 3 cats agreeing)
- Talk at moonstone

- Appear in dreams

- Limbo cats can:
- Give out omens (including weather but weather requires 3 cats agreeing)
- Talk as a ghost to cats with ghost vision (only 15 perception cats qualify for ghost vision)
- Appear in dreams

10. Dark Forest Training
- Dark Forest cats can ask for permission to train cats in the Dark Forest but must follow the following rules:

- Dark Forest Trainee's must consent to being trained, have clear motivation to be trained, and must be at least apprentice aged. No Dark Forest Trainee Kits.
- Dark Forest Training must happen in the text-rp server text-rp since there is no appropriate location in Roblox.
- Dark Forest cats must ask permission from staff in order to recruit any Dark Forest Trainee's and cannot personally train more than one at a time.
- Dark Forest cats must have clear, specific motivation to train Dark Forest Trainee's and must have reason specific to the cats they are training. For example, if Foxeater recruited cats who hated ThunderClan to attack ThunderClan due to his history with the clan.
- Dark Forest cats must have attended at least 15 sessions to be submitted as a Dark Forest cat. This does not apply if the cat was a playable OC before January 2024.
- Good hearted cats have an almost impossible time going to the Dark Forest and becoming Trainees. They will need extra good motivation to becoming a Dark Forest Trainee.
- Staff reserves the right to no say to any Trainee training for any reason.

- Dark Forest Trainee's will finish training when they have done 10 FINISHED text rp's in the text rp server LINK. You must ping a staff member (preferably 3cats) for the text rp to count towards your training. Ping the staff member at the end of the text rp.
- When you finish Dark Forest Training, you gain +2 to Strength, Toughness, Dexterity, or Perception.
- Any role except kits can train in the Dark Forest.

11. Leaving Policy.
    - If you desire a hiatus or want to leave the group, please make a ticket to discuss the leave period with the staff team. We require a ticket to be made if you desire to do either of these things to ensure the character is incorporated within the world correctly. If you decide to leave the group and do not inform us of your character’s state, we will assume you do not mind what happens to your character and do with them what we will.
    - If a member leaves the group discord without notifying the admin team through a ticket, that member will be considered to have left the group.

12. Character Activity Requirements.
    - Members are not expected to miss upwards of 4 sessions in a row. If a member fails to meet these requirements, their character will become sick. If their character is sick for 6 sessions afterwards, [10 in total missed in a row], their character will die and they will receive a warning. Reminders are issued via dm of how many missed sessions you are at.
    - You must RP on your alive character for 30 min and send at least 5 messages in roleplay to be counted as attending.
    - If the member opens a ticket to discuss their inactivity beforehand with the staff team via a ticket, their character will be given an extension, regardless of the situation. [High roles will always have a different expectation of

activity, and may be subject to demotion if they are unable to keep a consistent join record.]

- Members are not permitted to go on ‘Hiatus’ unless they have attended at *least* 4 sessions actively.
- If hiatus checks are not responded to within 2 weeks time, your character will be considered dead by the end of the 2 weeks. [Members who have opened tickets and discussed inability to access discord or in some way shape or form be unable to message a response to this, are exempt.]
- The maximum length a character can be placed on hiatus is *4 months*. Exceeding this given time on hiatus will result in character death, two weeks before this date you will be given a reminder - Afterwards a message will be sent as confirmation of death and a strike will be issued to you via bot. If you do not respond to staff with your wishes on how your character dies / leaves the roleplay within *3 days* of receiving the message, the matter of how your character is disposed of will be handled by the mod team to avoid any confusing plot holes within the story.
- If you kill two characters in a row before 15 sessions, kill 4 total before 15 sessions, or kill a cat before 4 sessions attended you will get a strike. 3 strikes/formal warnings will result in a ban.
- A cat killed before 15 sessions does not qualify for Star Clan, Dark Forest, or Limbo. You are also banned from having an OC with a high role for 6 months. High Roles are: leader, deputy, medicine cat, medicine cat apprentice, and mediator.

13. Trespassing.
    - Trespassing does not require intent to trespass.
    - If you are where you should not be you are trespassing.
    - Med cats only are not trespassing if they are there to gather herbs, trade herbs, or go to the moonstone.

- Mediators are only considered to be trespassing if they aren't there for their duties.
- Warriors in another territory are only not trespassing if 1. They are invited in at the border by a member of that clan for a specific task (such as assisting in battle or delivering a message) or 2. They are on their way to the moonstone with a mediator or med cat.
- However: There are instances where trespassing may be excused by a leader such as when an injured cat washes up on shore. This is up to the individual leader's discretion. Use this discretion wisely for it may be used against you by another leader in the future.

14. Warrior Code.
    - Cat’s of warrior age regardless of background are expected to have general knowledge to complete knowledge of the warrior code, whether taught in-character or not. Breaking the warrior Code in any way, shape, or form can lead to reprimand from leaders or clans altogether.

By verifying, you acknowledge all rules and regulations above. If a rule is broken, the staff team will decide unanimously if the user’s actions warrant a warning. Once 3 is reached, you will be permanently banned. We reserve the right to ban anyone before 3 warnings if they make multiple members of the server very uncomfortable on multiple instances. Warnings expire at the staff’s discretion after two years. Hidden word: Apple juice